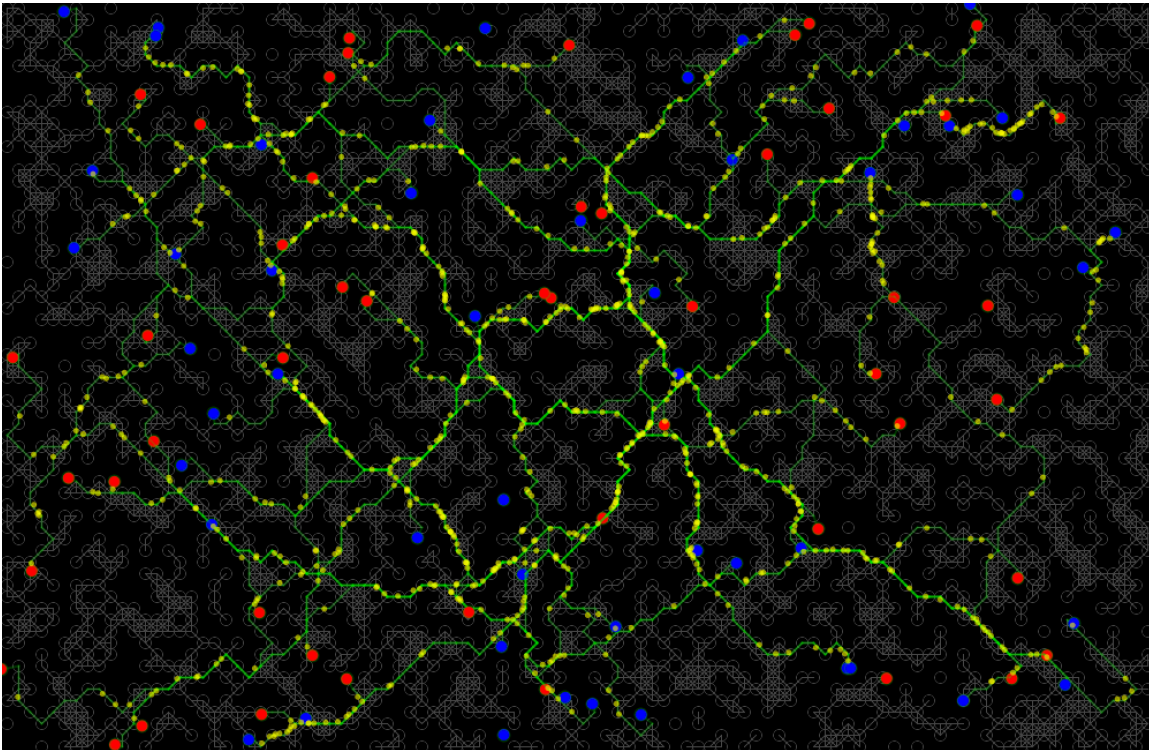


Assignment #3

Computational Urban Science Workshop, IAP 2019

Create an interactive simulation + visualization of a real-life urban area of your choice. You may draw upon code and data you already wrote for Assignments 1&2, and/or any code from the class tutorials. Your applet must include at least:

- One interaction that changes the simulation (i.e. object quantity/attributes)
- One interaction that changes the visualization (i.e. coloring of information)
- Data from OSM (Open Street Maps)
- Animated agents (i.e. from Tutorial 3A)



Try to tell a story with color and choice of site and data. You could categorize certain points if they are restaurants. You could make residential buildings a different color. Feel free to add interactivity. Try it in 3D. Whatever you want! It's all about your learning.

Email us if you need help!